

Regime Change

A Next War: Korea 2nd Ed. Scenario

16.2.8 Regime Change

Rather than facing a foe which is disintegrating in front of them as in the Collapse! Scenario, this scenario depicts a situation in which the US and its allies have decided that enough is enough, and the regime in North Korea needs to be changed. To that end, they've decided to build-up and invade. With world tensions high, both China and Russia may step in to even the odds...

This scenario is an Advanced Game scenario intended for two players and uses only the North map.

Allied Scenario Specifications

Use the setup information as outlined in the Extended Buildup scenario with the exceptions noted below:

1. The Commonwealth, France, and Japan have intervened at Level 2.

2. Any unit which would normally set up on the South Map is, instead, placed on the south map edge in the full or partial hex which has the same two starting numbers of its setup hex. U.S. 2nd ID units may start in any friendly hex. The ROK 1st Marine Division may set up in any friendly Port. The ROK 23/VIII division sets up in 4922.

3. U.S. reinforcements may start in any friendly hex. USN/USMC units may start in any At Sea Box, friendly hex, or Japan. Use the Master Allied Reinforcement Table for all reinforcements.

4. The Allied player may choose to receive more rows of reinforcements starting from "L", i.e., if he chooses 3 additional rows, he may start with Reinforcement rows A-N. For every additional 3 rows (or part thereof), the PRC (only) intervention rolls receive an additional -1 DRM. Adjust the incoming reinforcement schedule as appropriate to start with the next row not chosen.

DPRK Scenario Specifications

Use the setup information as outlined in the Extended Buildup scenario with the exceptions noted below:

1. Do not set up the DPRK AMPHs.
2. The DPRK does not receive Tunnel markers.

Scenario Special Rules

1. Sea Control: All Inshore Boxes are non-Allied controlled at start. All At Sea Boxes are Allied controlled at start. PRC naval units do not have to retreat, nor do they receive a Strike 1 marker for not retreating from the Yellow Sea At Sea box if the Allies retake control. Likewise, Russian naval units do not have to retreat, nor does it receive a Strike 1 marker for not retreating from the Sea of Japan At Sea Box if the Allies retake control. Roll for the Yellow Sea only if the PRC has intervened. Roll for the Sea of Japan only if RU has intervened.

2. Intervention: China and Russia may intervene, at Level 4, on the side of the DPRK as detailed below:

2.1 China Provoked: China intervenes as per 16.2.3.1 with two exceptions: (1) the roll is made in each UN Resolution segment if an Allied unit is north of the DMZ, and (2) they only intervene on a 0 or less. If the Allies have more VPs than the non-Allied, apply a -1 DRM for every 15 VPs of difference between the sides (and see Allied Scenario Specifications #4). If Russia has intervened, add 2 to the roll. See the PRC Scenario Specifications for details on entry.

2.2 PRC Entry: Use the Extended Buildup Reinforcement Schedule with the turn of intervention as GT1. **Exception: All PRC air units arrive in the turn of intervention.** PRC units may enter the map along the north map edge in any eligible movement phase. PRC Naval units may enter directly in to the Yellow Sea In-Shore Box or the At Sea Box. No PRC air units may base in the DPRK. PRC Marine units may be loaded on AMPHs.

2.3 PRC Airmobile: The PRC player may trace Airmobile movement of 17 hexes from N2000 or 21 hexes from N3800 or regularly from any friendly Airbase/Airfield.

2.4 PRC Air Transport Limits: The PRC Air Transport Limit is 2.

2.5 PRC Paratroop: The PRC may Paratroop three brigades per turn. The Airborne HQ counts as a brigade for this purpose.

2.6 PRC Attack Helicopters: The PRC Zhi-10s are based off-map. They can be based from either N2000 or N3800. Place them just off map next to one of these hexes. Range can be traced as follows: 7 hexes from N2000 or 11 hexes from N3800 (including the start hex). They may Rebase onto the map normally with the range restrictions above.

2.7 PRC Supply: The PRC must use one of its initial MSUs to establish a Supply Depot in any road hex adjacent to the north map edge. Once this is established, this becomes the primary Supply Source for all PRC units and operates normally except that it can never be voluntarily removed. The PRC may

only trace supply to this Supply Depot and/or any functioning Beachhead. PRC Supply Points may only be used for PRC units.

2.8 The “Auld Alliance”: Russia may intervene under the same conditions as China, and they must also roll a 0 or less. If the Allies have more VPs than the non-Allied, apply a -1 DRM for every 15 VPs of difference between the sides (and see Allied Scenario Specifications #4). If the PRC has intervened, add 2 to the roll.

2.9 Russian Entry: Use the Extended Buildup Reinforcement Schedule with the turn of intervention as GT1. **Exception: All RU air units arrive in the turn of intervention.** Russian naval units (and naval infantry/armor) may start in the Sea of Japan At Sea box. Otherwise, all Russian ground units start or arrive in the Hamhung/Hungnam off-map box.

2.10 Russian Airmobile: Russian units may use DPRK Airmobile Points.

2.11 Russian Air Transport: The Russian Air Transport Limit is 2.

2.12 Russian Paratroop: The Russians may Paratroop three regiments per turn.

2.13 Basing Boxes: The Allied player may conduct SOF Raids, Air Strikes, and Cruise Missile strikes vs. the PRC and Russian Basing Boxes. Consider it to be an unoccupied Airbase in Rough terrain. Place Strike markers as normal and roll for appropriate Collateral Damage, but it can never be Destroyed. Both Basing Boxes use the following values for Air Defense: Detection – 6, SAM – 7, AAA – 2.

2.14 Air Ranges: Russian Medium range air units may fly missions 10 hexes from any coastal hex on the East Sea inclusive. Long range units may fly missions anywhere.

2.15 Russian Supply: The Russians use the DPRK supply system including Supply Points.

2.16 If China and/or Russia intervene, increase the intervention level of the Commonwealth and Japan to Level 4. For reinforcement arrival purposes, consider the following turn to be GT1.

3. The Fearless Leader Demands Action: The DPRK player must assign, at the least, every air unit which has only an air combat rating to Air Superiority every turn. In addition, the DPRK player must make at least one attack in each Combat Segment.

4. Naval Detection: Ignore Naval Detection rules until either China or Russia intervenes.

5. SCUD Hunting: During the First Strike Phase of GT1, the DPRK player does not allocate or resolve Ballistic Missile Strikes until the end of that Strike Phase.

6. Initiative: The Allies have the Initiative on GTs 1 and 2.

7. Surprise: The Allies receive one column shift right when attacking in the first Combat Segment.

8. Initiative VPs: 18. VPs are tracked solely to determine Initiative and as potential DRMs for Chinese or Russian entry.

9. No Automatic Victory: Do not roll for Automatic Victory.

10. UN Mandate: Do not make UN Resolution die rolls.

11. First Strike: The DPRK does not receive a pre-game SCUD attack. Instead, the U.S. may fire five free Cruise Missile attacks before the game starts (do not reduce Cruise Missile Points).

12. Victory Conditions: Whichever side controls all Urban hexes of Pyongyang at the end of 16 Game Turns wins.

13. Optional Rules: The following optional rules may not be used in this scenario: 15.9 DPRK Nuclear Strike, 15.10 Refugees, 15.17 Broad Coalition. If 15.15 Last Gasp is used, add two to the GT, i.e., GT5+, GT6+, GT7+.

14. Reality Show: If using these rules, they may be used in conjunction with or separately from 15.15 Last Gasp. In either case, when using them make the following modifications:

- 1. Do not use SSR#3 The Fearless Leader Demands Action**
- 2. Reduce the ER penalty from -2 to -1**

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